Order

parent
type
subtype
done
group
targetlocation
suborders
messagequeue
actionstring

+ ChooseTarget()
+ PursueTarget()
+ ClearMessages()
+ Order()
+ Order()
+ Destroy()
+ Execute()
+ queryType()
+ queryAny()
+ eraseType()
and 24 more...
~Order()
Destructor()

△

FireKeyboard

savedTargets
distance
whichplayer
whichjoystick

+ SetParent()
+ ProcessCommMessage()
+ FireKeyboard()
+ Execute()
+ ~FireKeyboard()
+ SetShieldsOff()
+ SetShieldsOneThird()
+ SetShieldsTwoThird()
+ ToggleGlow()
+ ToggleWarpDrive()
+ ToggleAutotracking()
+ ToggleAnimation()
+ PressComm1Key()
+ PressComm2Key()
+ PressComm3Key()
and 92 more...
f()
j()
DoSpeechAndAni()